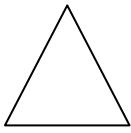


ELEMENTS OF THE STORY

1. **Narrative Structure:** The storyline or organization of incidents in a story is called the plot. A plot usually follows a set pattern: **exposition, rising action, inciting incident, climax, dénouement and resolution**. An acronym to remember the set pattern for plot is **ERICDR**.



Label the triangle

- **E: exposition** - intro to the main characters, setting, situation
- **R: rising action** - all points that build to the climax
- **I: inciting incident** - one point in the rising action that introduces the conflict and pushes the story forward
- **C: climax** - turning point of the story
- **D: dénouement** - unravelling of the conflict
- **R: resolution** - conflicts “solved” or realizations made

Narrative Structure

- Exposition: “_____” (Wyndham 23) Rising Action: “_____” (Wyndham 30)

- See also: *antecedent action*, *analepsis* and *prolepsis* (flash back/forward), frame story (story within a story), *in medias res* (latin: in the middle of action), *juxtaposition* (of scenes), *unity* (unified, fragmented),

2. **Setting:** The setting of a story consists of three levels: geographical/physical location, chronological/era and social status. Setting works in close relation to theme and atmosphere by developing multiple dimensions to the story. See also: **pathetic fallacy**

3. **Character Development:** Each character is revealed through actions, speech and hearsay. The **protagonist** of a story is the main character and the **antagonist** of a story is a force or character that opposes the protagonist. A character that is fully developed in the story is known as a **round/dynamic** character. Those who play a more passive/minor role in the story are known as **flat/static** characters. It is also important to look at how a character can foil another character. A **foil** is a character whose behaviour, attitudes, and opinions are very different from those of a protagonist. Often the foil is used as a contrast to the main character to help audiences understand the protagonist more carefully. Characters may come to an **epiphany** or a moment of revelation or insight. See also: antihero, tragic hero, persona.

	Personality	Phys- ical	Action	Speech/ thoughts	Hear say
David					

4. **Conflict:** A conflict is a struggle between opposing characters or forces. All conflicts are either external (physical) or internal (emotional, moral, psychological). The three major types of conflict are:

- **Individual vs. Environment** (nature, supernatural, society or circumstances)
- **Individual vs. Other**
- **Individual vs. Self**

5. **Narrative Voice:** The point of view is the perspective from which the story is seen or told. It is important to look at why the author has chosen a particular point of view and how that influences the reader’s access to the characters situations? The three most common point of views are:

- **First-person narrative:** the protagonist tells his/her story directly to the reader using “I”. This point of view tells us only what one character thinks and feels from a vantage point “inside” the characters mind.
 - **Third-person limited:** refers to the main character as “he” or “she”, which shows us only what one character thinks and feels from the perspective of someone “outside” the story.
 - **Omniscient narrative:** reveals the minds of several or all characters, knowing and telling from an all-seeing, “God-like” perspective, “outside” the story.
- See also: tone (parody, satire, connotative/denotative language), dark humour, magic realism, juxtaposition, relationship to author, second-person (direct address of reader), stream of consciousness, epistolary, picaresque,
6. **Thematic message:** It is a **statement about life** that the writer intends to communicate through the literary piece. (e.g. “Love is not a theme, but the fact that “love prevails over obstacles” is a theme). It is a general concept or doctrine whether implicit or asserted, which an imaginative work is designed to incorporate and make persuasive to the reader. The theme usually reveals some truth about society or an individual in a society. **Motifs** are recurring images in a story that point to the theme. A story may follow certain literary or narrative patterns that place it into a broader genre (science fiction, fantasy, historical fiction, existentialist, political, gothic, hard-boiled, post-modern, flash fiction, etc.) of work. See also: coming of age, bildungsroman.
7. **Literary Devices and stylistic language:** The manner in which an author expresses his or her story. It is often determined by the purpose of a story, the diction, the sentences and by the images presented to the reader it may range from perfunctory (distant) to highly emotive and poetic. Examples of Literary devices/features are:
- **Metaphors** use concrete (sensory) images to represent an abstract idea. When “like” or “as” is used in the representation, the device is called a **simile**.
 - **Personification:** giving human qualities to non-human objects
 - **Symbol:** an object that holds several representations – characters, objects, events and settings can all be symbolic
 - **Alliteration:** a sound device – giving a few consecutive words with the same first consonant

Others (make a glossary of your own!): irony, allegory, pathetic fallacy, picaresque, deus ex machine, **sensory detail** (five levels of imagery:

auditory_____, visual_____, olfactory_____, palatable/gustatory_____,

tactile_____), melodrama, pathos, realism (snapshot of true life, purely objective), archetypes, metafiction, intertextuality (echoes of another literary style/work; more complex form of allusion).